Unit

+ killed
+ zapped
+ ucref
+ sound
+ name
+ filename
+ old_state
+ damages
+ SubUnits
+ mounts
and 53 more...
csvRow
networked
serial
net_accel
attack_preference
unit_role
nebula
shieldtight
fuel
afterburnenergy
and 13 more...

+ Unit()
+ Kill()
+ Killed()
+ Ref()
+ UnRef()
+ Unit()
+ Unit()
+ Unit()
+ Unit()
+ Init()
and 304 more...
+ ProcessDeleteQueue()
+ beginElement()
+ endElement()
+ makeMasterPartList()
+ Unit()
# operator=()
# ExplosionRadius()
# ActivateGuns()
# MaxShieldVal()
# RegenShields()
# DealDamageToShield()
# ShieldUp()
# SortCargo()
# massSerializer()
# cargoSerializer()
# mountSerializer()
# shieldSerializer()
# subunitSerializer()

Missile

time
damage
phasedamage
radial_effect
radial_multiplier
detonation_radius
discharged
had_target
retarget

+ Discharge()
+ isUnit()
+ Kill()
+ reactToCollision()
+ UpdatePhysics2()
# Missile()
# ExplosionRadius()
# Missile()
# InitMissile()
# Missile()

GameUnit< Missile >

+ sparkle_accum
+ phalos

+ GameUnit()
+ GameUnit()
+ GameUnit()
+ ~GameUnit()
+ nummesh()
+ GetImageInformation()
+ RequestClearance()
+ UpgradeInterface()
+ Cloak()
+ Split()
and 23 more...

GameMissile

+ Kill()
+ reactToCollision()
+ UpdatePhysics2()
# GameMissile()